

**AMENDMENTS TO THE CLAIMS:**

This listing of claims will replace all prior versions, and listings, of claims in the application:

1. (Currently Amended) A wireless communication game system using a plurality of mobile game units, which function as a parent device or a child device configured to wirelessly communicate with each other, wherein

said parent device includes a broadcasting circuit for broadcasting at least one parent device packet including a user's own unit identifying information for allowing a user's own unit to be identified and game identifying information for allowing a game executed by the user's own unit to be identified and

said child device includes:

a receiver for receiving said at least one parent device packet from a plurality of parent devices existing within a communicable range;

a display for displaying parent device information of the parent devices existing within the communicable range, based on said parent device packets received by said receiver, said displayed parent device information being configured to include the information of a plurality of parent devices;

a selector for allowing a player to select any a parent device included in said parent information; and

a connection request transmitter for transmitting a connection request toward the parent device selected by said selector,

wherein the parent device information displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the

parent device.

2. (Previously Presented) A wireless communication game system according to claim 1, wherein said broadcasting circuit broadcasts said at least one parent device packet even during a time when a communication game is being executed with another child device.

3. (Previously Presented) A wireless communication game system according to claim 1, wherein

said parent device and said child device are units for making wireless communication in a predetermined communication cycle, and said communication cycle includes a first time slot used by said parent device, and a second time slot used by said child device, and

said broadcasting circuit transmits said at least one parent device packet including game data in said first time slot.

4. (Previously Presented) A wireless communication game system according to claim 1, wherein said display displays said parent device information relating only to the parent devices that execute a game communicable with the game executed by the user's own unit, based on said game identifying information received by said receiver.

5. (Previously Presented) A wireless communication game system according to claim 1, wherein

said child device is a unit to which a game cartridge storing a game program is detachably attached, and

said display displays said parent device information relating to at least one parent device that executes a game not communicable with the game of the game cartridge currently attached thereto.

6. (Currently Amended) A wireless communication game system using a plurality of

mobile game units, which function as a parent device or a child device configured to wirelessly communicate with each other, wherein

said parent device includes a broadcasting circuit for broadcasting at least one parent device packet including a user's own unit identifying information for allowing a user's own unit to be identified and game identifying information for allowing a game executed by the user's own unit to be identified and

said child device includes:

a receiver for receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

a display for displaying a parent device list of the one or more parent devices existing within the communicable range, based on said parent device packet received by said receiver;

a selector for allowing a player to select any one of the one or more parent devices included in said parent device list; and

a connection request transmitter for transmitting a connection request toward the parent device selected by said selector, wherein

said parent device packet further includes entry reception data showing whether or not to receive a new entry of the child device, and

said display displays in said parent device list only the parent device that receives the new entry of the child device, based on said entry reception data received by said receiver,

wherein the parent device list displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device.

7. (Withdrawn) A wireless communication game system using a plurality of mobile

game units, which function as a parent device or a child device configured to wirelessly communicate with each other, wherein

said parent device includes a broadcasting circuit for broadcasting at least one parent device packet including a user's own unit identifying information for allowing a user's own unit to be identified and game identifying information for allowing a game executed by the user's own unit to be identified and

said child device includes:

a receiver for receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

a display for displaying a parent device list of the one or more parent devices existing within the communicable range, based on said parent device packet received by said receiver;

a selector for allowing a player to select any one of the one or more parent devices included in said parent device list; and

a connection request transmitter for transmitting a connection request toward the parent device selected by said selector, wherein

said parent device further comprises at least one child device-use program storage location for storing a child device-use program, and a child device-use program transmitter for transmitting, in response to a connection request from said child device said child device-use program to said child device,

said at least one parent device packet further includes child device-use program holding data showing whether or not the parent device is being provided with said at least one child device-use program storage location, and

said display displays, in said parent device list, in a case where said child device-use program holding data shows said parent device is being provided with said child device-use program, the parent device irrespective of the game that is executed by the user's own unit, based on said child device-use program holding data received by said receiver.

8. (Withdrawn) A wireless communication game system using a plurality of mobile game units, which function as a parent device or a child device configured to wirelessly communicate with each other, wherein

said parent device includes a broadcasting circuit for broadcasting at least one parent device packet including a user's own unit identifying information for allowing a user's own unit to be identified and game identifying information for allowing a game executed by the user's own unit to be identified and

said child device includes:

a receiver for receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

a display for displaying a parent device list of the one or more parent devices existing within the communicable range, based on said parent device packet received by said receiver;

a selector for allowing a player to select any one of the one or more parent devices included in said parent device list; and

a connection request transmitter for transmitting a connection request toward the parent device selected by said selector, wherein

said parent device is a unit for storing both a first type of program that the child device does not request the parent device to transmit, and a second type of program that the child device

requests the parent device to transmit,

said at least one parent device packet further includes execution type data showing which type of program, said first type of program or said second type of program, said parent device executes, and

with respect to the one or more parent devices executing said first type of program, said displaying displays, in said parent device list, only the one or more parent devices that execute a game communicable with the game executed by the user's own unit, and

with respect to the one or more parent devices executing said second type of program, said displaying displays, in said parent device list, all parent devices executing said second type of program, irrespective of the game that is executed by the user's own unit, based on said execution type data received by said receiver.

9. (Withdrawn) A wireless communication game system according to claim 7, wherein said child device is a unit to which a game cartridge storing a game program is detachably attached, and

in a case where said game cartridge is not attached, said display displays only the parent device provided with said at least one child device-use program storage location in said parent device list, based on said child device-use program holding data received by said receiver.

10. (Previously Presented) A wireless communication game system according to claim 1, wherein said child device further comprises:

at least one parent device information storage location for storing parent device information of the parent devices existing within a communicable range, based on said parent device packets received by said receiver; and

a parent device information clearing mechanism for clearing the parent device

information stored in said at least one parent device information storage location, wherein

said display displays parent device information based on the parent device information stored in said at least one parent device information storage location.

11. (Currently Amended) A child device connecting method in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device configured to communicate with each other, comprising the steps of:

(a) broadcasting from the parent device at least one parent device packet including user's own unit identifying information for allowing the user's own unit to be identified, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving in the child device said at least one parent device packet from a plurality of parent devices existing within a communicable range;

(c) displaying, in the child device, parent device information of the parent devices existing within a communicable range, based on said parent device packets received in said receiving step, said displaying being configured to include a plurality of parent devices;

(d) selecting, based on a command from a player using the child device, a parent device included in said parent device information display; and

(e) transmitting a connection request to said selected parent device from the child device, wherein the parent device information displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device.

12. (Currently Amended) A computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are configured to communicate with

each other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from a plurality of parent devices existing within a communicable range;

(c) displaying parent device information of the parent devices existing within a communicable range, based on said parent device packets received by said step (b), said displaying being configured to display a plurality of parent devices;

(d) selecting, in response to a player's input, a parent device included in said parent device information display; and

(e) transmitting by the child device a connection request toward said selected parent device.

wherein the parent device information displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device.

13. (Currently Amended) A mobile game apparatus configured to play a wireless communication game which utilizes a plurality of mobile game units, where any of said units may function as a parent device or a child device, comprising:

broadcasting circuitry, for the parent device, for broadcasting at least one parent device packet including user's own unit identifying information for allowing the user's own unit to be identified, and game identifying information for allowing a game executed by the user's own



unit to be identified;

a receiver, for the child device, for receiving said at least one parent device packet from a plurality of parent devices existing within a communicable range;

a display, for the child device, for displaying parent device information of the parent devices existing within a communicable range, based on said parent device packets received by said receiver, said displayed parent device information display being configured to display a plurality of parent devices;

a selector, for the child device, for allowing a player to select a parent device included in said parent device information display; and

a transmitter, for the child device, for transmitting a connection request to said selected parent device;

wherein the parent device information displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device.

14. (Previously Presented) The computer readable memory medium according to claim 12, wherein said broadcasting broadcasts said at least one parent device packet even during a time when a communication game is being executed with another child device.

15 (Previously Presented) The computer readable memory medium according to claim 12, wherein

said parent device and said child device are units for making wireless communication in a predetermined communication cycle, and said communication cycle includes a first time slot used by said parent device, and a second time slot used by said child device, and

said broadcasting transmits said at least one parent device packet including game data in said first time slot.

16. (Previously Presented) The computer readable memory medium according to claim 12, wherein said displaying displays in said parent device information display only the parent devices that execute a game communicable with the game executed by the user's own unit, based on said game identifying information received by said receiver.

17. (Previously Presented) The computer readable memory medium according to claim 12, wherein

said child device is a unit to which a game cartridge storing a game program is detachably attached, and

said displaying displays in said parent device information display at least one parent device that executes a game not communicable with the game of the game cartridge currently attached thereto.

18. (Currently Amended) A computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are configured to communicate with each other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

(c) displaying a parent device list of the one or more parent devices existing within a communicable range, based on said at least one parent device packet received by said step (b), said displaying including displaying a plurality of parent devices if a plurality of parent devices exist within the communicable range;

(d) selecting, in response to a player's input, any one of the one or more parent devices included in said parent device list; and

(e) transmitting, by the child device, a connection request toward said selected parent device, wherein

said parent device packet further includes entry reception data showing whether or not to receive a new entry of the child device, and

said displaying displays in said parent device list only the parent device that receives the new entry of the child device, based on said entry reception data received by said receiving.

wherein the parent device list displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device.

19. (Withdrawn) A computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are configured to communicate with each other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

(c) displaying a parent device list of the one or more parent devices existing within a communicable range, based on said at least one parent device packet received by said step (b), said displaying including displaying a plurality of parent devices if a plurality of parent devices exist within the communicable range;

(d) selecting, in response to a player's input, any one of the one or more parent devices included in said parent device list; and

(e) transmitting, by the child device, a connection request toward said selected parent device, wherein

said parent device further comprises at least one child device-use program storage location for storing a child device-use program, and further includes:

(f) transmitting, in response to a connection request from said child device, said child device-use program to said child device, wherein

said at least one parent device packet further includes child device-use program holding data showing whether or not the parent device is being provided with said at least one child device-use program storage location, and

said displaying displays, in a case that said child device-use program holding data shows that the parent device is being provided with said at least one child device-use program storage location, the parent device in said parent device list irrespective of the game that is executed by the user's own unit, based on said child device-use program holding data received by said receiver.

20. (Withdrawn) A computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are configured to communicate communicating with each

other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

(c) displaying a parent device list of the one or more parent devices existing within a communicable range, based on said at least one parent device packet received by said step (b), said displaying including displaying a plurality of parent devices if a plurality of parent devices exist within the communicable range;

(d) selecting, in response to a player's input, any one of the one or more parent devices included in said parent device list; and

(e) transmitting, by the child device, a connection request toward said selected parent device, wherein

said parent device is a unit for storing both a first type of program that the child device does not request the parent device to transmit, and a second type of program that the child device requests the parent device to transmit,

said at least one parent device packet further includes execution type data showing which type of program, said first type of program or said second type of program, said parent device executes, and

with respect to the one or more parent devices executing said first type of program, said displaying displays, in said parent device list, only the one or more parent devices that execute a game communicable with the game executed by the user's own unit, and

with respect to the one or more parent devices executing said second type of program, said displaying displays, in said parent device list, all parent devices executing said second type of program, irrespective of the game that is executed by the user's own unit, based on said execution type data received by said receiver.

21. (Withdrawn) The computer readable memory medium of claim 19, wherein said displaying displays, in said parent device list, in a case where said game cartridge is not attached, only the one or more parent devices provided with said at least one child device-use program storage location, based on said child device-use program holding data received by said receiver.

22. (Previously Presented) The computer readable memory medium according to claim 12, wherein said child device further comprises:

at least one parent device information storage location for storing parent device information of the parent devices existing within a communicable range, based on said parent device packets received by said receiver; and

a parent device information clearing mechanism for clearing the parent device information stored in said at least one parent device information storage location, wherein

said display displays based in the parent device information stored in said at least one parent device information storage location.

23. (Currently Amended) A wireless communication game system comprising a plurality of mobile game apparatuses configured to wirelessly communicate with each other, wherein,

said plurality of mobile game apparatuses include at a first game apparatus that invites at least a second mobile game apparatus to enter a communication game and at least the second game apparatus replies to the invitation with an entry request,

said first game apparatus stores a game program and comprises:

a transmitter that transmits first apparatus identifying information for allowing the first apparatus to be identified; and

game identifying information to be transmitted over said transmitter for allowing the game program stored in a game cartridge being attached to the first apparatus to be identified, and

said second game apparatus includes:

a receiver that receives the information transmitted by said transmitter;

a display controller that displays a first information display of one or more other mobile game apparatus existing within said wireless-communication range on a screen, based on the information received by said receiver, said information display including information for allowing the game program stored in one or more game cartridges respectively attached to said one or more other mobile game apparatus to be identified including information pertaining to the user using the first game apparatus and/or the game being played on the first game apparatus;

a first selector for allowing a player to select one of said one or more other mobile game apparatus included in said first information display; and

an entry requester that transmits an entry request and information for allowing the second apparatus to be identified to the mobile game apparatus that is selected by said first selector.

24. (Previously Presented) The system of claim 23, wherein said transmitter is operable to transmit said game identifying information after starting a game program.

25. (Previously Presented) The system of claim 23, wherein the second apparatus further includes a transmission requester that transmits a transmission request to a selected mobile game apparatus, wherein the first apparatus, upon receiving the transmission request, is operable to

transmit the game program.

26. (Previously Presented) The system of claim 25, wherein the second apparatus receives the transmitted game program and is further operable to automatically execute the received game program.

27. (Previously Presented) The system of claim 23, wherein the first game apparatus is also configured to perform the functions of the second game apparatus.

28. (Previously Presented) The system of claim 1, wherein the display is further operable to display game identifying information for each of the parent devices on the parent device information display.

29. (Previously Presented) The system of claim 28, wherein the parent device is also configured to perform the functions of the child device.

30. (Withdrawn) The system of claim 24, wherein the display controller further displays information for allowing the game program started in one or more other mobile game apparatus to be identified.

31. (Previously Presented) The system of claim 23, wherein said transmitter is further operable to transmit said game program to said second apparatus, responsive to a transmission request from said second apparatus, after said inviting apparatus has begun running said game program.

32. (Withdrawn) A wireless communication game system comprising a plurality of mobile game apparatuses configured to make a wireless-communication with each other, wherein

said plurality of mobile game apparatuses include at least a first game apparatus that sends a program and at least a second game apparatus that receives a program, wherein



said first game apparatus comprises:

a game program storage that stores a game program including the program to be transmitted to the second game apparatus; and

a transmitter that transmits apparatus identifying information for allowing the first game apparatus to be identified, and

said second receiving game apparatus comprises:

a receiver that receives information transmitted by at least the transmitter of the first game apparatus;

a display controller that displays an information display including information for allowing one or more other mobile game apparatus existing within said wireless-communication range to be identified, based on the information received by said receiver, and information for allowing one or more game programs having been started within said one or more other mobile game apparatus to be identified;

a selector for allowing a player to select one of said one or more other mobile game apparatus included in said information display; and

a transmission requester that transmits a transmission request to the mobile game apparatus selected by said selector, wherein

said transmitter further transmits transmission-state data indicating whether it is possible for said first game apparatus to transmit the game program,

said display controller displays in said information display one or more mobile game apparatuses configured to transmit the game program and one or more mobile game apparatuses incapable of transmitting the game program, separately, and

the first game apparatus, having received said transmission request from the second game

apparatus, transmits said game program to said second game apparatus, and said second game apparatus receives and executes said game program.

33. (Withdrawn) The system of claim 32, wherein said first game apparatus stores a first game program including a program to be transmitted and a second game program not including a program to be transmitted, wherein

said first game apparatus further includes a selective starting programmed logic circuitry to selectively start one of said first game program and said second game program, and wherein

said transmission-state data is data representing that said first game program is selectively started by said selective starting programmed logic circuitry.

34. (Withdrawn) The system of claim 33, wherein the display controller further displays one or more mobile game apparatuses having started a game program.

35. (Withdrawn) The system of claim 33, wherein at least one of the first and second game apparatuses transmits an invitation to join in an instance of the game program transmitted from the first game apparatus to the second game apparatus.

36. (Withdrawn) A wireless communication game system comprising a plurality of mobile game apparatuses configured to wirelessly communicate with each other, wherein,

said plurality of mobile game apparatuses include at a first game apparatus that invites at least a second mobile game apparatus to enter a communication game and at least the second game apparatus replies to the invitation with an entry request,

said first game apparatus stores a game program and comprises:

a transmitter that transmits first apparatus identifying information for allowing the first apparatus to be identified; and

game identifying information to be transmitted over said transmitter for allowing the

game program stored in a game cartridge being attached to the first apparatus to be identified,  
and

said second game apparatus includes:

a receiver that receives the information transmitted by said transmitter;

a display controller that displays a first information display of one or more other  
mobile game apparatus existing within said wireless-communication range that also have  
attached thereto a game cartridge storing a game program communicable with the cartridge  
attached to the second apparatus;

a first selector for allowing a player to select one of said one or more other mobile  
game apparatus included in said first information display; and

an entry requester that transmits an entry request and information for allowing the  
second apparatus to be identified to the mobile game apparatus that is selected by said first  
selector.

37. (Withdrawn) A wireless communication game system comprising a plurality of  
mobile game apparatuses configured to wirelessly communicate with each other, wherein,

said plurality of mobile game apparatuses include at a first game apparatus that invites at  
least a second mobile game apparatus to enter a communication game and at least the second  
game apparatus replies to the invitation with an entry request,

said first game apparatus stores a game program and comprises:

a transmitter that transmits first apparatus identifying information for allowing the first  
apparatus to be identified;

a first display controller to display a first information display of apparatuses seeking entry  
into a game;

a first selector to allow the player controlling the inviting game apparatus to select a game apparatus in the first information display;

refusing programmed logic circuitry to deny entry to the game for the selected game apparatus; and

game identifying information to be transmitted over said transmitter for allowing the game program stored in a game cartridge being attached to the first apparatus to be identified, and

said second game apparatus includes:

a receiver that receives the information transmitted by said transmitter;

a second display controller that displays a second information display of one or more additional mobile game apparatuses, based on the information received by the receiver, the second information display further identifying the game cartridges attached to the game apparatuses shown therein, wherein the second information display only displays information for a second mobile game apparatus and then, conditioned on a determination that a user has input a predetermined input, the second information display displays information for a third mobile game apparatus;

a first selector for allowing a player to select one of said one or more additional mobile game apparatuses included in said first information display; and

an entry requester that transmits an entry request and information for allowing the second apparatus to be identified to the mobile game apparatus that is selected by said first selector.

38. (Currently Amended) A wireless communication game system using a plurality of mobile game units, which function as a parent device or a child device configured to wirelessly

communicate with each other, wherein

said child device includes:

a display configured to display parent device information of a plurality of parent devices;

a selector for allowing a player to select a parent device included in said display of parent device information; and

a connection request transmitter for transmitting a connection request to the parent device selected by said selector, wherein

said display displays said parent device information relating only to the parent device that receives the new entry of the child device,

wherein the parent device information displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device.

39. (Withdrawn) A wireless communication game system using a plurality of mobile game units, which function as a parent device or a child device configured to wirelessly communicate with each other, wherein

said parent device includes a broadcasting circuit for broadcasting at least one parent device packet including a user's own unit identifying information for allowing a user's own unit to be identified and game identifying information for allowing a game executed by the user's own unit to be identified and

said child device includes:

a receiver for receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

a display configured to display parent device information of a plurality of parent devices, based on said parent device packet received by said receiver;

a selector for allowing a player to select a parent device included in said parent device information display; and

a connection request transmitter for transmitting a connection request toward the parent device selected by said selector, wherein

said parent device further comprises at least one child device-use program storage location for storing a child device-use program, and a child device-use program transmitter for transmitting, in response to a connection request from said child device said child device-use program to said child device,

said at least one parent device packet further includes child device-use program holding data showing whether or not the parent device is being provided with said at least one child device-use program storage location, and

said display displays, in said parent device information display, in a case where said child device-use program holding data shows said parent device is being provided with said child device-use program, the parent device irrespective of the game that is executed by the user's own unit, based on said child device-use program holding data received by said receiver.

40. (Withdrawn) A wireless communication game system using a plurality of mobile game units, which function as a parent device or a child device ca configured to wirelessly communicate with each other, wherein

said parent device includes a broadcasting circuit for broadcasting at least one parent device packet including a user's own unit identifying information for allowing a user's own unit to be identified and game identifying information for allowing a game executed by the user's

own unit to be identified and

said child device includes:

a receiver for receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

a display configured to display parent device information of a plurality of parent devices, based on said parent device packet received by said receiver;

a selector for allowing a player to select a parent device included in said parent device information display; and

a connection request transmitter for transmitting a connection request toward the parent device selected by said selector, wherein

said parent device is a unit for storing both a first type of program that the child device does not request the parent device to transmit, and a second type of program that the child device requests the parent device to transmit,

said at least one parent device packet further includes execution type data showing which type of program, said first type of program or said second type of program, said parent device executes, and

with respect to the one or more parent devices executing said first type of program, said displaying displays, in said parent device information display, only the one or more parent devices that execute a game communicable with the game executed by the user's own unit, and

with respect to the one or more parent devices executing said second type of program, said displaying displays, in said parent device information display, all parent devices executing said second type of program, irrespective of the game that is executed by the user's own unit, based on said execution type data received by said receiver.

41. (Withdrawn) A wireless communication game system according to claim 39, wherein said child device is a unit to which a game cartridge storing a game program is detachably attached, and

in a case where said game cartridge is not attached, said display displays only the parent device provided with said at least one child device-use program storage location in said parent device information display, based on said child device-use program holding data received by said receiver.

42. (Currently Amended) A computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are configured to communicate with each other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

(c) displaying parent device information of the one or more parent devices existing within a communicable range, based on said at least one parent device packet received by said step (b), said displaying being configured to display a plurality of parent devices;

(d) selecting, in response to a player's input, a parent device included in said parent device information display; and

(e) transmitting, by the child device, a connection request toward said selected parent



device, wherein

said parent device packet further includes entry reception data showing whether or not to receive a new entry of the child device, and

said displaying displays in said parent device information display only the parent device that receives the new entry of the child device, based on said entry reception data received by said receiving.

wherein the parent device information displayable on the child device includes information pertaining to the user using the parent device and/or the game being played on the parent device.

43. (Withdrawn) A computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are configured to communicate with each other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

(c) displaying parent device information of the one or more parent devices existing within a communicable range, based on said at least one parent device packet received by said step (b), said displaying being configured to display a plurality of parent devices;

(d) selecting, in response to a player's input, a parent device included in said parent device information display; and

(e) transmitting, by the child device, a connection request toward said selected parent device, wherein

said parent device further comprises at least one child device-use program storage location for storing a child device-use program, and further includes:

(f) transmitting, in response to a connection request from said child device, said child device-use program to said child device, wherein

said at least one parent device packet further includes child device-use program holding data showing whether or not the parent device is being provided with said at least one child device-use program storage location, and

said displaying displays, in a case that said child device-use program holding data shows that the parent device is being provided with said at least one child device-use program storage location, the parent device in said parent device information display irrespective of the game that is executed by the user's own unit, based on said child device-use program holding data received by said receiver.

44. (Withdrawn) A computer readable memory medium encoded with a program for use in a wireless communication game system using a plurality of mobile game units that function as a parent device or a child device, and are configured to communicate with each other, a processor of the mobile game unit being operable to execute said program to perform:

(a) broadcasting at least one parent device packet including user's own unit identifying information for identifying the user's own unit, and game identifying information for allowing a game executed by the user's own unit to be identified;

(b) receiving said at least one parent device packet from one or more parent devices existing within a communicable range;

(c) displaying parent device information of the one or more parent devices existing within a communicable range, based on said at least one parent device packet received by said step (b), said displaying being configured to display a plurality of parent devices;

(d) selecting, in response to a player's input, a parent device included in said parent device information display; and

(e) transmitting, by the child device, a connection request toward said selected parent device, wherein

said parent device is a unit for storing both a first type of program that the child device does not request the parent device to transmit, and a second type of program that the child device requests the parent device to transmit,

said at least one parent device packet further includes execution type data showing which type of program, said first type of program or said second type of program, said parent device executes, and

with respect to the one or more parent devices executing said first type of program, said displaying displays, in said parent device information display, only the one or more parent devices that execute a game communicable with the game executed by the user's own unit, and

with respect to the one or more parent devices executing said second type of program, said displaying displays, in said parent device information display, all parent devices executing said second type of program, irrespective of the game that is executed by the user's own unit, based on said execution type data received by said receiver.

45. (Withdrawn) The computer readable memory medium of claim 43, wherein said displaying displays, in said parent device information display, in a case where said game cartridge is not attached, only the one or more parent devices provided with said at least one

child device-use program storage location, based on said child device-use program holding data  
received by said receiver.